PENGUIN

VR Digi Beanies 232872

OPERATING INSTRUCTIONS

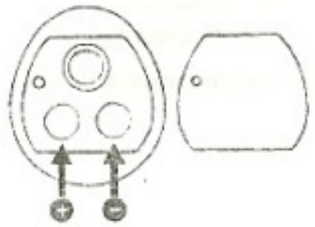
Release the hook of the keychain off the loop of the Beanie Pal!

INTRODUCTION

This is a life-cycling game aiming to train the children to take responsibility towards the game as one of his/her own lovely little pets. The lovely pet in this game will grow up with the care of the player. It is your responsibility to feed, clean and play with your pet. You will be guided along the way following the operating instructions.

INSTALLATION OF BATTERIES

- Unscrew the battery cover
- Insert two A76/G13 1.5V button cell batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (Included)
- Screw and replace the cover.
  [see the illustration of battery replacement]



CAUTION :

Battery should be replaced by adult.
Not suitable for children under 36 months. May contain small parts.

SAFE BATTERY USAGE

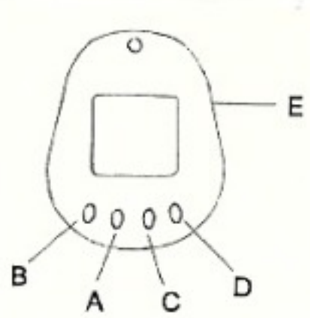
- Different type of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Do not use rechargeable batteries
- Batteries are to be inserted with the correct polarity.
- The supply terminals are not to be short circuited.
- Exhausted batteries are to be removed from the game unit.
- When not in use, remove batteries to prevent possible leakage.

GAME RULES

The ultimate of the game is to bring up your pet with tender love and care. Bring up your pet in a real life situation. If you take good care of your pet, it will become healthy and smart. Otherwise, it will easily get sick and need medical treatment. Therefore, watch your pet carefully, it is your responsibility to make your pet smart and well behaved.

GENERAL FUNCTIONS

Five button key operation
A = ENTER key
B = LEFT cursor key
C = RIGHT cursor key
D = MODE [CANCEL] key
E = RESET

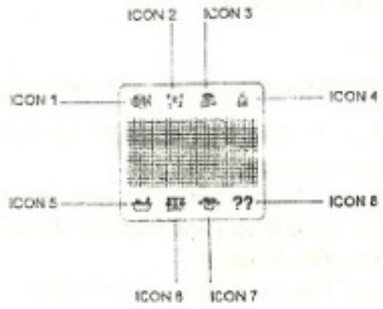


SOUND ON/OFF

You can activate and deactivate the "SOUND" by manipulating the RIGHT cursor key C button in REAL TIME mode.

LCD PANEL LAYOUT

Icon 1 : Feeding
Icon 2 : Sleeping
Icon 3 : Playing
Icon 4 : Medical Treatment
Icon 5 : Cleaning
Icon 6 : Health Index
Icon 7 : Discipline
Icon 8 : Hint



GAME START

To activate your pet game the first time, pull the plastic tab and press the "RESET" at the back of the game unit.

RESET THE GAME FIRST

When the game is on, a little pet is brought home in 20 seconds.

SET THE REAL TIME CLOCK

- Press D [MODE/CANCEL] key to enter real time mode
- Press A [ENTER] key for 1.5 seconds to enter Time Setting mode
- Press B [LEFT] key to advance HOUR digits
- Press C [RIGHT] key to advance MINUTE digits
- Press A [ENTER] key again to confirm setting
- Press D [MODE/CANCEL] key to get back to the game screen.

HOW TO PLAY

Your pet is sleeping between 11pm and 7am. When your pet is sleeping, you are not allowed to feed and play with it. At daytime, there will be alarm every half an hour if any of the following conditions are met:

- Your pet is sick
- Your pet has dump.
- Hunger, Happiness or Discipline index is low.

Condition Requirements				
Action	Sick	Discipline Index	Hunger Index	Dirtiness Index
Feeding	—	High	Not High	—
Playing	No	High	—	—
Medical Treatment	Yes	—	—	—
Cleaning	—	—	—	Yes

SCORING SYSTEM

The scoring system is simple. The HEALTH index (discipline, happiness and hunger) decreases with time. If the health index drops to the minimum, your pet will either behave badly or become sick. If an event occurs a beep tone will be generated to alert you to take some action. If you do the right job, your pet will become happy. Otherwise, your pet will become unhappy and some serious events such as sickness may occur. The event with the corresponding action can be summarized as follows:

Event	Suggested Action	Possible Result (If take no action)
Sick	Medical treatment	Death
Dump is generated	Cleaning	Sick
Sleeping	Turn off the light	Sick
Low Hunger Index	Feeding	Sick
Low Discipline Index	Discipline Action	Refuse to do anything
Low Happiness Index	Game Playing	Unhappy

ACTIVITY PROCESSING

THE GAME SCREEN

You will see your pet move around the screen and keep its daily routine, just like a real pet.

HOW TO MANIPULATE THE FUNCTION KEYS?

- Press ENTER to activate the icon.
- Press the LEFT or RIGHT key to light up the icons around the outside of the screen. These icons represent all the different activities that allows you to interact with your pet.
- Press ENTER key to confirm function.
- Press MODE/CANCEL key to set/check the real time or quit the activity.

FEEDING

Choose this icon to feed your pet.

- Press LEFT or RIGHT to select FEEDING icon.
- Press ENTER to confirm the selected food and feed your pet.

SLEEPING

Choose this icon when it is about time your pet wants to sleep.
Turn off the light when your pet goes to sleep. Or else, it will not sleep well and easily get sick.

PLAYING

Choose this icon to play with your pet. In order to keep your pet healthy and happy, you should play with it often. When you select this activity, you and your pet play a "**direction**" game.

- Press LEFT or RIGHT key to guess the direction your pet is going to take.
- Press MODE/CANCEL key to exit game playing.

If you choose the direction that is the same as your pet does, you win the game and the happiness index increases. If you lose the game, your pet will be upset and the happiness index remains unchanged. The game allows the player to guess the direction up to 5 times, then the final result will be shown on the screen.

MEDICAL TREATMENT

If your pet is sick, the sick mark will appear on the screen, you have to bring it to see the doctor. Give your pet medicine and it will recover. If your pet is sick, it will not play with you.

- Press LEFT or RIGHT key to select the icon.
- Press ENTER key to confirm function.

CLEANING

When you see the dump marks on the screen, you should bring your pet to the toilet for clean up.

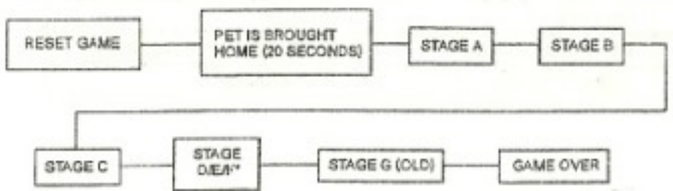
- Press LEFT or RIGHT key to select the icon.
- Press ENTER key to confirm the action. Then the dumps will be removed.

HEALTH INDEX

Select the Health icon to check your pet's health condition.
In Health Care function, you may check with the following:

- Age and Weight
- Happiness index
- Hunger index
- Discipline index

Game Flow:



- At its grown-up stage (D/E/F), your Penguin will be shown in different shape depending on how you raise it.

DISCIPLINE

If the discipline index is zero, your pet will become naughty and it will refuse to play with you. It will not eat anything even though it feels hungry. If you should discipline it, the discipline index will be increased. If the discipline index reaches the maximum, further discipline will kill your pet.

HINT INDICATOR

This ?? indicator is used to find out the physical condition of your pet.
The DUMP marks indicate that you need to bring your pet to the toilet for clean up. The SICK mark indicates that your pet is sick and needs to see the doctor, takes medicine or injection. If no dump or sick mark is shown, your pet will show a happy face on the screen.

- Press LEFT or RIGHT key to select the HINT icon.
- Press ENTER key to confirm function.

GAME OVER

Your pet will die from bad health or old age. If your pet dies from bad health, you should restart the game. If your pet is dead, a melody will be generated and you will see your pet turn into an angel. The melody can be stopped by pressing any key or this will end automatically after a few seconds.

When the game reaches the Stage G (old or dead), all keys have no function and the game is over.

N.B. The life cycle of the game is 9 days

LIMITED WARRANTY

We warrant this product to be free from defects in material and workmanship under normal use for a period of 90 days after delivery to the ultimate user, and will repair free of charge should it become defective under this warranty. This warranty does not cover broken or cracked cabinets, batteries or any malfunctions caused by personal use of this product. Please return all defective merchandise to the store where it was purchased along with your sales receipt.
Valid for USA only.

Please keep this Instruction Sheet since it contains important information.

MGA™
ENTERTAINMENT

IMPORTANT

The battery tab is being used to reserve the power. To activate your Pet game the first time, pull the plastic tab at the back of the unit and press the "RESET" button.

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